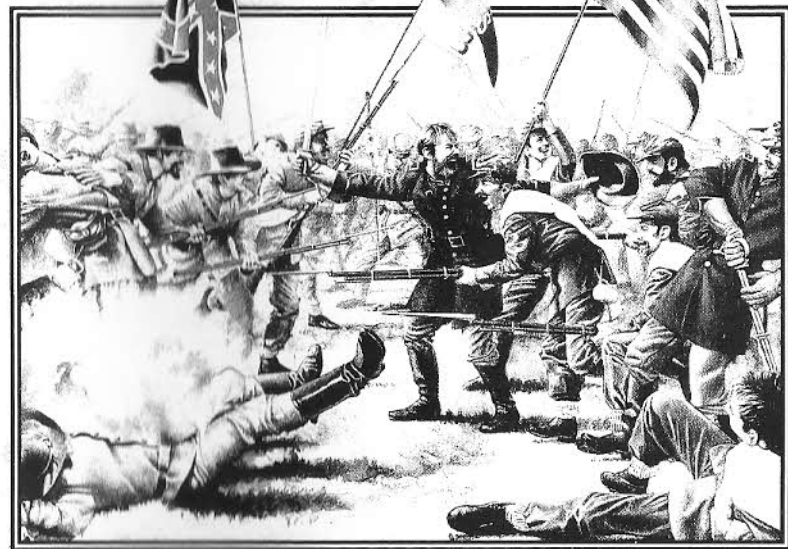


***Impressions***

*Committed to Excellence in Strategy Entertainment*

007081010

Edward Grabowski's  
**THE BLUE  
&  
THE GRAY**



**Campaign Manual**

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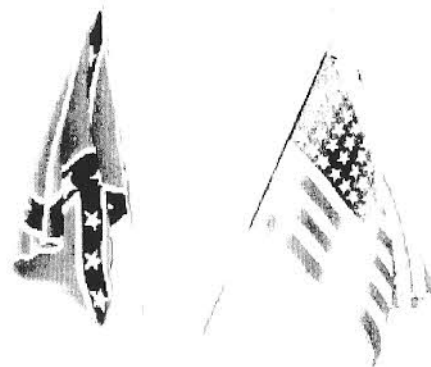
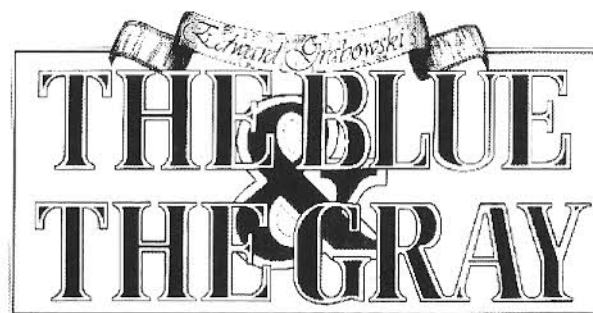
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## *Campaign Manual*



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# WAIT!!!

This booklet contains instructions for working **only** the campaign section of this game. If you are looking for instructions or an overview of the Micro Miniatures battle section of this game (where you act out battles using miniatures-style tactical combat), then you are looking in the wrong book. Turn to the booklet titled **Micro Miniatures Battle Manual** for information.

If you are looking for a quick start for the entire game, or for instructions on how to install the game, then take a look at the booklet titled **Technical Supplement and Tutorial**.

If you plan to try the **historical battle** which is included with the game, which is **First Bull Run**, you will find information about it in a chapter at the end of the **Micro Miniatures Battle Manual**. However, you should also review the rest of that manual before playing.

So, if you're ready to take charge of the entire Civil War, here's the place to find out how.

## INTRODUCTION

Edward Grabowski's **The Blue and the Gray** gives you your chance to fight the American Civil War. You control either the Federal (Blue) or Confederate (Gray) army, starting in July 1861; you have four years to defeat the other side by capturing the opposition's cities and winning military conflicts. Play takes place at **two** levels: first, you move your divisions across a map of America in a turn based game at the **campaign** level; then when two forces meet, a **Micro Miniatures** battle takes place with the result having its affect on the campaign level.

This game gives you the chance to rewrite history, by choosing the course that the war will take. The computer uses historical records to determine the recruitment of forces and availability of weapons over time, so that both sides have approximately the same "raw material" that they did in the real war. Whether you win or lose depends on how you use them.



## USING THE INTERFACE

Here are some notes on the interface used in this game:

- Whenever this manual instructs you to “click,” “left-click,” “press” or “select” an item from the game screen, it means that you should move the mouse pointer to that item and press the **left** mouse button.
- Additionally, you can repeatedly select an item without having to click repeatedly by pointing to it, then clicking the **right** mouse button and **holding** the button down.
- In some parts of the game, you will need to enter **text** (usually for a name) using the keyboard. Whenever this occurs, a small area of the screen will be blanked out and a small black **cursor** will appear; you can then type. The **Backspace**, **Delete** and **Insert** keys can be used to edit the text; press the **Enter** key or **click** the left mouse button when you are done.
- Some menu options can be toggled between two different settings; these are marked with an **arrow** graphic. When one of these options is displayed in a menu, the setting shown is its **current** setting; if you click on the option the menu will disappear and the option will switch to its **other** setting.
- Some parts of the game will call up a **query panel**, which is a small gray rectangle which lets you quickly answer yes/no questions. This panel will generally appear directly under your mouse pointer, with the pointer centered on the “default” answer. To respond to this panel, simply click on the “Yes” or “No” option.

## CAMPAIGN OVERVIEW

Here is some information you need to know when playing this game:

**Goal of the Campaign** — The game begins in early July, 1861 (when the Union’s Congress approved Lincoln’s war measures), and continues until the middle of April 1865. The status of the war is measured using the **victory bar**, which maintains a pointer between “F” (Federals **are beaten** by the South) and “C” (Confederates **are beaten** by the North). At the beginning of the war, this pointer is at the center of the bar; it takes **eighty** points to move the pointer from the center of the bar to one of its ends. Points are gained and lost when fighting and capturing cities, according to the following table:

Each battle won	gain 1
Each battle lost	lose 1
Each city captured or retaken	gain 5
Each city lost	lose 5
Richmond or Washington taken	gain 10
Richmond or Washington lost	lose 10

For victory, the North must try to move the victory bar to the “C” end before the game ends; likewise the South must try to move the pointer to the “F” end. If neither side can move the pointer all the way to one end of the victory bar within four years, political and economic pressures will force a compromise between them, and the side who has the best position on the victory bar will be **technically** declared the winner.

**Starting Positions** — Both sides have the same set of victory conditions — to push the pointer as far as they can towards their end of the bar. However, other circumstances affect the chances of success on both sides: the **South** has greater manpower to start with, since the North needs to keep some of its forces in the West. On the other hand, the **North** will gain better weapons — a technological “edge” — and a larger overall force as the war progresses.





**Campaign Map** — Most of your efforts will take place on a scrolling campaign map, which represents America from the Midwest to the Eastern Seaboard. This map is made up of a grid of **squares**; the grid is used to control where and how far your units can move at any given time.

This map consists of several types of **terrain**, which affect the movement of your forces and the battles that take place in them. These types are: clear terrain, rivers, railroad tracks; forest and hills.

**Units, Divisions and Transports** — At the campaign level, your forces are represented by small square symbols called **units**. These represent either groups of men (**divisions**) or vehicles (**transports**). You control the activities of your forces by giving movement commands and special orders to each individual unit.

There are three types of divisions: **Infantry**, **Cavalry** and **Artillery**. Each division is moved separately, but will fight together when they are in the same location or close to it. You create more complex fighting forces by keeping several divisions in the **same** map square, so that they will fight their battles as one. (When **attacking** the enemy, you can pull in forces from squares adjacent to the battle as well.)

There are two types of transports: **trains** and **ships**. Transports allow you to move your forces quickly, but are restricted to only the appropriate types of terrain (track and water, respectively). Each transport unit can only carry **one** division at a time. As time passes, transports become available to either side; this means (among other things) that although the South does not start out with any ships, they will gain some as the game progresses — however not as much as the advantaged North.

Units can be "**stacked**" in the same map square; in other words, you can place as many units into one square as you like. In total, each side can have up to 300 units; however since each piece can contain a variable amount of men, this does not limit the size of your forces in any way.

**Army Organization** — While the basic building block of your military forces is the **division**, there are additional levels of organization with which you can group your divisions. These are optional; you can play an entire game without using them. These optional levels are **corps** and **army**. These organizational features also let you customize the names of your armies and their leaders.

**Recruitment** — In the first week of each month, new recruits will be made available to each side. These recruits can either be used immediately, or can be **trained** for three months to raise their quality rating. Recruits are used in two ways: to **replenish** existing divisions, or to **build** new ones. The amount of troops made available each month is a constant figure derived from records of the total recruitment during the actual Civil War.

**Disease** — Over time, you will gradually lose men to disease and desertion; these factors are combined into the catch-all statistic "Disease." Disease is something that you have little control over; but there are certain actions that will make the situation worse.

**Enemy Intelligence** — Since you are in charge of all of your forces, there are no separate "personalities" for your commanders and leaders. However, the each enemy division is provided with an "aggressiveness" rating that affects how much his division attacks your forces and invade your territory. Patterns in the enemy's movements can be found, and strategies can be developed to exploit those patterns.

**Difficulty Options** — There are two options that increase the difficulty and challenge of the campaign game. They are **Fog of War** (which limits your visibility, so that you can only see enemy units when they are close to you) and **Unit Supply** (where you must maintain supply lines through enemy territory to keep large divisions fed and equipped). Both options are covered in a chapter at the end of this manual.

**Historical Events** — As an option, the game will display reports at the start of each week marking key events of the actual Civil War. These do not reflect your progress in the game, but can be used to gauge your skills relative to the historical participants.

**Sequence of Play** — The game is turn based, where each turn represents a **week**. You always get to go first, whether you play the Federal or Confederate army. However, the week always ends after each **Confederate** turn. In each turn you can do the following:



**NOTE:** If the concepts and features mentioned in the list below are confusing to you now, don't worry. They will be explained in the chapters that follow.
















- **Scan the campaign map** for incoming enemy divisions.
- At the start of each month, **recruit** new troops to replenish your divisions or build new ones.
- **Combine, split and reorganize** divisions as needed to best suit your current strategic plans.
- **Move** divisions and transports across the map to intercept enemy divisions, defend your cities or capture enemy cities.
- Give **special orders** to your pieces, to allow them to fortify positions, board transports, destroy railroad track or go on forced marches.
- Use **transports** (ships and trains) to move divisions more quickly.
- Resolve any **conflicts** that you begin, either through Autoplay or a full Micro Miniatures battle.

After you have completed your actions for the current turn, you press the **End Turn** button at the bottom of the Control Panel (marked with an "L" on the diagram in the **Campaign Screen** chapter) to let the enemy respond to your moves. If his forces engage yours, then screens will appear to allow you to resolve the battle. The game continues in this way until the victory conditions are met or the middle of April, 1865 arrives.

## UNIT INFORMATION (DIVISIONS AND TRANSPORTS)



These are characteristics shared by all types of units:

<b>Unit Owner</b>	The color of each unit indicates its owner: either <b>blue</b> for the North, or <b>gray</b> for the South.										
<b>Unit Type</b>	<p>There are five types of unit that can appear on the map: <b>Infantry, Cavalry, Artillery, Trains and Ships</b>. The accompanying diagram shows what each type of unit looks like.</p> <p>These unit types break down into two larger categories: divisions</p> <table> <tr> <td></td><td>Infantry (Division)</td></tr> <tr> <td></td><td>Cavalry (Division)</td></tr> <tr> <td></td><td>Artillery (Division)</td></tr> <tr> <td></td><td>Train (Transport)</td></tr> <tr> <td></td><td>Ship (Transport)</td></tr> </table>		Infantry (Division)		Cavalry (Division)		Artillery (Division)		Train (Transport)		Ship (Transport)
	Infantry (Division)										
	Cavalry (Division)										
	Artillery (Division)										
	Train (Transport)										
	Ship (Transport)										



and transports. Details about each type of category are given below.

### **Movement Points**

Each unit has a certain number of **movement points** in a turn. These points are spent when moving across the campaign map, with each type of terrain costing a certain amount of movement points to cross. Movement points cannot be saved from one turn to be used in the next.

In addition, there are characteristics that are specific to divisions and transports, listed below:

## **Divisions & Division Characteristics**

Infantry, Cavalry and Artillery units are called **divisions**. Each division is a separately controllable part of your forces.

A division can hold up to 96,000 men per unit, but generally this only happens (if ever) with infantry divisions.

### **Number of Men**

This represents the number of soldiers in the division; over the course of the game this figure is affected by recruitment, battle losses, disease, desertion and troop reorganization.

**NOTE:** For **artillery**, this rating always refers to the number of **cannons** in the division (each weapon requires multiple men to operate it). However, since the men assigned to each cannon are always grouped together, this has no effect on gameplay.

### **Quality**

This represents the average level of expertise held by the men in the division; it is affected by training received before entering the battlefield, and experience earned on it. There are five levels of quality: poor, average, good, very good, and elite.

### **Weapons**

The men in each division use one of three types of weapons available to your forces; each weapon type is assigned to a **percentage** of the division. Usually, the

same weapons will be available to all divisions of a particular type in the current year; weapon quality will increase for most divisions from year to year. However if the **Unit Supply** option is turned on, divisions whose supply lines are cut off may be left with last year's weapons.

Weapons tend to be assigned in order of strength, so that the first weapon is the weakest in the division and the third is the strongest. Weapon names and ranges are listed in the back of the **Micro Miniatures Battle Manual**.

### **Special Orders**

Each division can complete one of a handful of special orders during a turn, allowing them to **fortify** a position, **board transports**, **destroy railroad tracks** or go on **forced marches**.

### **Status**

Each division can be in one of three states: **Ready** (has movement points left this turn), **Move Complete** (has spent all movement points this turn), and **Fought** (has engaged in battle this turn). A division's status will also change to indicate a **supply shortage**, which is indicated on the Division Detail screen.

### **Supplies**

(**Note:** This option only applies when the **Unit Supply** option is turned on — see the **Difficulty Options** chapter at the end of this manual for details.) This is a special characteristic that is not displayed directly on the screen; it keeps track of a division's connection to its supply line. When a division is in supply trouble, and the **Poor Supply** display option is turned on, it will be marked with a white "X."

### **Army**

This indicates the army to which this division has been assigned. Assigning divisions to specific armies is strictly optional.

### **Corps Number**

This indicates the corps within an army to which a division has been assigned. Assigning divisions to specific corps is strictly optional.

### **Division Number**

This indicates the order of divisions within the unit's chosen army. Division numbers are given and controlled by the computer.





## Transports & Transport Characteristics

When moving your forces, you can use **trains** and **ships** to move troops quickly. Trains move only on railroad tracks, but move three times as fast as infantry can on clear terrain. Ships allow you to move troops down rivers (to avoid rough terrain) and across the ocean (to avoid all obstacles).

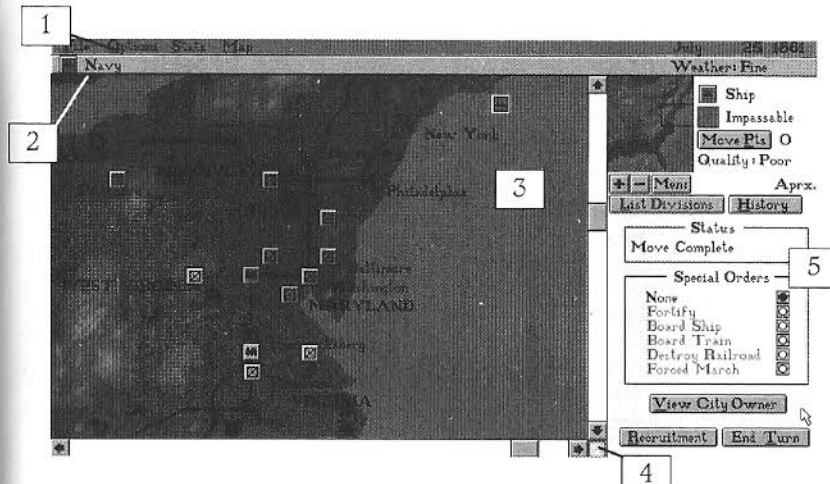
Each train or ship can only carry **one** division at a time. The special orders "Board Train" and "Board Ship" are required to use transports. You can use the **Division Detail** screen to find out which division (if any) a transport is carrying (see the **Viewing Statistics and History** chapter for details).

These are the characteristics of transport units:

<b>Loaded</b>	This indicates if a division is currently loaded into this transport. It also indicates if the transport is in the process of loading a division.
<b>Weapons</b>	For ships and trains, weapons are not applicable.
<b>Quality</b>	For ships, the quality rating affects its chances in combat with other ships.
<b>Special Orders</b>	When a ship is located at a railroad bridge, it can use the special order of <b>destroy railroad</b> to destroy that bridge. This is the only special order available to transports.
<b>Status</b>	Each transport can be in one of two states: <b>Ready</b> (has movement points left this turn) and <b>Move Complete</b> (has spent all movement points this turn).

## CAMPAIGN SCREEN

While playing the campaign level of the game, you spend most of your time looking at the **campaign screen**. This can be broken down into four sections: **Menu Bar**, **Information Bar**, **Display Window** and **Control Panel**. These are each described below.



1. Menu Bar, 2. Information Bar, 3. Display Window, 4. Grid Button, 5. Campaign Control Panel

## Menu Bar

This is the higher of the two bars running along the top of the screen; it allows you to access many of the game's features from four **pull-down** menus. The names of these menus are printed along the menu bar; to access one of them, simply click on its name on the bar and the menu will appear below.

(**Keyboard Note:** You can also access a menu by typing the **underlined** letter in its name.)



You can select an option on any menu simply by **clicking** on it, or by **typing** the first letter in the name of the option.

For reference, the four menus and their options are listed below. See the following chapters for information on each option.

## FILE Menu

**Save** — Saves the current game.

**Load** — Loads a previously saved game.

**Restart Game** — Starts the battle over.

**Exit to DOS** — Exits the program.

## OPTIONS Menu

**Map Scroll** — Changes the scrolling speed when displaying the battlefield.

**Game Speed** — Changes the speed at which battles occur.

**Display Detail** — Toggles high and low graphic detail.

**Fog of War** — Toggles the optional visibility rules.

**Sound FX** — Toggles sound effects.

**Tunes** — Toggles music.

**Unit Supply** — Toggles the optional supply rules.

**Quickfight** — Toggles the quick setup of forces at the start of Micro Miniatures battles.

## STATS Menu

This menu has no options, but selecting it automatically accesses the **Campaign Statistics** screen (listing the overall sizes of both forces).

## MAP Menu

**City Name** — Toggles the display of city names on the campaign map.

**State Name** — Toggles the display of state names on the campaign map.

**View Owner** — Toggles the display of "F" and "C" markers to denote ownership of each city.

**Poor Supply** — Toggles the display of white "X's" on top of each division whose supply line is cut (**Note:** this applies only to games where **Unit Supply** is active.)

Finally, the current **date** of the conflict is displayed at the right end of the Menu Bar.

## Information Bar

The bar below the Menu Bar displays two pieces of information: the full **name** of whichever unit is currently selected appears to the left; if the unit is a division then its division and corps numbers, army name and army commander are displayed. The current **weather** on the map is listed to the right; this weather will affect the outcome of Micro Miniature battles occurring in the current week. Weather can be one of four types: Dry, Wet, Fog and Snow. The current season affects the weekly weather appropriately.

## Display Window

The left hand side of the screen contains a Display Window which can be scrolled to view any area of the campaign map. The **terrain** of this map (including hills, forest, rivers, seas, railroad tracks, and cities) is displayed here, and each **unit** is displayed as a small blue or gray square. Depending on how the **Map Options** are set (see the menu descriptions above), the map will also display city names, state names, the owners of each city, and white "X's" for divisions with supply problems.

If the **currently selected unit** (the one you to which you give orders) is located within the Display Window, it will be surrounded with a **white rectangle**. Its name will be shown in the **information bar** and its statistics shown at the top of the **control panel** (see below).

If there are **multiple units "stacked" in the same location** on the map, the unit on top of the stack will be marked with a slim black **shadow** along its left and bottom sides. If a stacked unit is selected, the white rectangle surrounding the unit **hides** the stack shadow — use the "<S>" indicator in the top-right corner of the Control Panel to identify the stack.

You can use the scroll bars along the **right** and **bottom** sides of the window to change its view. To use a scroll bar, do one of three things:



- 1) Click on the **scroll box** inside the scroll bar, move the mouse in either direction, and click again to release the box.
- 2) Click in the **white spaces** to either side of the scroll box to move it towards where you clicked.
- 3) Click on the **arrow** buttons on either end of the bar.

One final option here is the **GRID** button, located where the two scroll bars meet. Press this button to display a grid across the display window; this lets you measure the distances between units and other features on the campaign map.

## Control Panel

The Campaign Control Panel on the right side of the screen displays **information** about the currently selected piece, and contains **icons** for accessing most of the controls of the game. (It is completely different from the Control Panel used in the Micro Miniatures level of this game.)

**NOTE:** Some icons are only available for use in particular control modes and with particular types of pieces; in these cases, the icons will **disappear** or their names will be **grayed out** to signal that they do not work.

The function of each icon and data display are described below:

**NOTE:** For reference, the numbers on this diagram are used throughout this manual when these commands are mentioned. They are also duplicated in the **Reference Card** included in your game package.

- A) **Micro-Map:** The black rectangle in this green rectangle shows what area of the campaign map is shown in the Display Window. Clicking on a location on this map will shift the Display Window to it.
- B) **Unit Statistics:** Lists several statistics for the selected unit.
- C) **Movement Points:** Pressing this button displays the costs needed for the selected unit to move in each of the eight possible directions. The number next to this button shows the selected unit's current store of movement points.
- D) **Select Next/Previous Unit**
- E) **Men in Square / Division:** Pressing this button lists the total number of men (including those from other units) in the square containing

the selected unit. If a division is selected, the display next to this button shows the number of men in it.

- F) **List Divisions:** This button accesses a screen that lets you to view, combine and split your divisions.

- G) **History:** This button accesses a screen listing the battle history of the war.

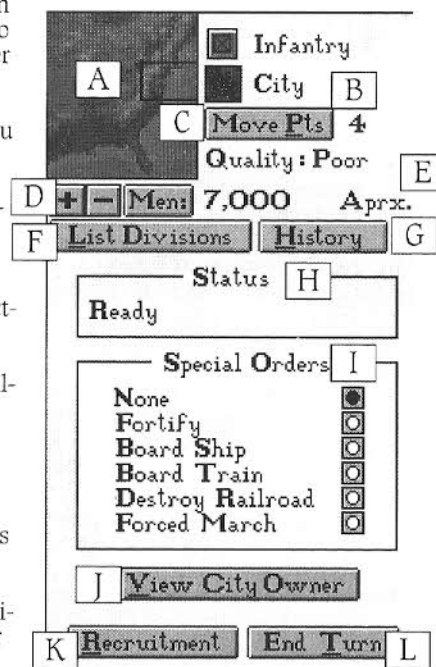
- H) **Status Display:** Displays the current status of the selected unit.

- I) **Special Orders:** Displays which orders, if any, are available to the selected unit. Pushing the buttons to the right chooses an order.

- J) **View City Owner:** Toggles the display of "F" and "C" squares to identify the owners of each city on the map. These letter-squares will obscure your view of any divisions in those cities; however if the selected unit is in a city it will be shown.

- K) **Recruitment:** This button accesses a screen where campaign statistics are displayed, and new troops are recruited into your forces.

- L) **End Turn:** This button ends the current turn and gives control to the other side.



## About the Following Chapters

The next several chapters cover the different controls available at the campaign level.



## VIEWING THE CAMPAIGN MAP

You can only see a small portion of the entire campaign map through the display window; naturally you will want to see more than this. Here are the ways you can do this.

**Moving the Display Window** — There are several ways to move the display window. The first is with the **keyboard**:

- arrow keys - moves one map-square in the direction of the arrow
- page up - moves up half a screen
- page down - moves down half a screen
- home - moves left half a screen
- end - moves right half a screen

Secondly, you can click on the green **Micro-Map** (A) in the top-left corner of the Control Panel to move the display; for reference, the black rectangle shows the area that is currently shown in the display window. If you want to scroll smoothly over the campaign map, you can hold down the **right** mouse button and "drag" the mouse over the Micro-Map.

Thirdly, you can also use the **scroll bars** as described in the **Campaign Screen** chapter.

**Campaign Overview Map** — If you would like to see an overview of the entire campaign map, you can find one on the **Recruitment Screen**. To get there, press the **Recruitment** (K) button at the bottom of the Control Panel.

This map shows the **terrain** of the entire campaign map (excluding railroad tracks and waterways), and all of the **cities** in the game. Cities are colored **blue** and **gray** to indicate which side controls them. You can use this map to figure out which side has the upper hand regarding territorial gains.

## RECRUITMENT (BUILDING AND REPLENISHING DIVISIONS)

As the war progresses, you will lose troops in battle, to disease and to desertion. The way you replace these men and augment your forces is through **recruitment**.

In the **first** week of each month, fresh recruits become available for your use; the **Recruitment** screen lets you control how they are assigned into your forces. There are two ways to assign troops:

- Adding troops to your existing divisions (**replenishment**)
- **Building** new divisions

As a further option, raw recruits can be kept off the battlefield for additional **training**; these trained troops will arrive later in the game, but will be skilled soldiers (with higher quality ratings).

To access this screen, click on the **Recruitment** button (K) at the bottom of the Control Panel.

### The Recruitment Screen

The Recruitment screen is split down the middle, with the campaign overview map on the left and a control panel on the right. The **campaign overview map** shows all of the cities on the game map, and shows who owns them by color. The **recruitment panel** contains features that are explained in the sections that follow.

The menu bar and information bar are still displayed at the top of the screen, but serve different functions. The menu bar contains the following options (listed by menu heading):



## About

Displays the version number of your copy of the game.

## Events

"On this Day" toggles the weekly reporting of historical events. "Run Events" lets you review all of the historical events in sequence.

## Map

## Organization

"Cities" toggles the display of cities on the map.

Directly accesses a screen where you can rename armies and their commanders.

## Training

"Level" lets you toggle your recruits' training from low to high.

The **information bar** indicates whose turn it is to move.

## Campaign Reports

There are two important reports that appear only on this screen: they are the Victory Bar and your Organizational Breakdown. They are located in the recruitment panel.

**Victory Bar** — This shows exactly who is winning the war, based on the criteria described in the **Campaign Overview** chapter. It is a horizontal bar at the top of the control panel, with a gray "C" at one end and a blue "F" at the other. An "arrow" pointer located somewhere between the "C" and "F" and a text message below the bar indicate who is winning.

The pointer determines the lengths of the Federal and Confederate sides of the bar; the force with the **longer** bar is leading the game. Therefore, if the pointer is **closer** to the "F" (for Federal), then the bar on the "C" side is actually longer, making them the winner. **Victory** is declared when the pointer is moved entirely to one end of the bar, **eliminating** the loser's side of the bar.

**NOTE:** In other words, the arrow pointer is **closer** to the force that is **losing** the war.

Additionally, the arrow points in the direction of the pointer's last movement, so you can see which way the war is heading.

**Organizational Breakdown** — The bottom of the control panel displays the organization of forces on either side, broken down into the following categories: army, corps, division, brigades, regiments, companies and men. You have control over the number of **men** and the arrangement of armies, corps and divisions (using the **List Divisions** and **Form Divisions** screens); however you cannot affect the listings for **brigades**, **regiments** and **companies**.

The listings for **men** at the bottom of the breakdown are best used for comparing the sizes of the two forces.

## Available Recruits

The display below the **Victory Bar** shows the number of **available recruits** accessible to you. These troops are currently waiting for assignment into either existing divisions or newly-created ones.

**NOTE:** Your first shipment of fresh recruits arrives in the first week of August, 1861 (assuming that you have **Training** set to "low" — see below). Additional recruits arrive in the first week of each month.

If you have **zero** troops listed as available, one of the following may be the reason why:

- 1) You are still in the first month of the game.
- 2) You have already assigned this month's recruits.
- 3) Your training is set to "high" (see below).

**NOTE:** The recruitment rates programmed into the game will give the North approximately **two million men** by the end of the game, and about **one million** men to the South. Thus the North will gain the advantage of numbers as time passes.

## Replenishing Existing Divisions

New recruits can be added to existing divisions to bolster their numbers. You do so by first choosing a **percentage** by which each division should be expanded.





**Example:** If you choose to replenish by **twenty** percent, then a division of 2,000 men will be assigned 400 additional men (since 400 is 20% of 2,000).

To select a percentage, use the **up** and **down** arrows to alter the percentage displayed just below the **Available Recruits** display.

When you have the percentage you want, press the **Replenish Divisions** button just below it to actually order the assignment of troops. The **Organizational Breakdown** will immediately show the increase in the size of your forces.

Forces are replenished to one division at a time, moving from one end of the division list (which is maintained by the computer) to the other. If you do not have enough men to replenish all of your divisions with the current percentage, the command will replenish some divisions fully, and ignore the rest.

## Creating New Divisions

As an alternative to replenishment, new recruits can also be used to create entirely new divisions. (This is also known as **forming** divisions.) These divisions are identical to existing ones, except their size, affiliation (the army and corps to which they belong) and starting location are chosen by you.

To access this feature, press the **Build Divisions** button just above the **Organizational Breakdown**. This accesses the Form Divisions screen, where divisions are built. The chart on the left side of the screen displays the statistics of a prospective division, listed as follows:

<b>Division Type:</b>	Displays either infantry, cavalry or artillery.
<b>Men:</b>	Displays the number of men to be assigned to this division.
<b>Available:</b>	Displays the number of available recruits that are prepared for this division type.
<b>Quality:</b>	Displays the expected quality rating for the division; it is based solely on training since new recruits have no experience.
<b>Weapon 1:</b>	Displays the first weapon to be assigned to the division (and the percentage that uses it).

### Weapon 2:

Displays the second weapon to be assigned to the division (and the percentage that uses it).

### Weapon 3:

Displays the third weapon to be assigned to the division (and the percentage that uses it).

### Army:

Displays the army to which this division will be assigned.

### Corps:

Displays the corps (of the selected army) to which this division will be assigned.

### Division:

Displays the division number to be given to this division.

### Army Commander:

Displays the commander of the army to which this division will be assigned.

### Location:

Displays the city at which this division will be formed. You can only choose those cities which you controlled at the start of the game and which you **still** control.

To build a new division, complete the following steps:

- 1) Click on the arrows next to **Division Type** to choose either Infantry, Cavalry or Artillery. The **Available** display will show the number of troops trained for this division type and waiting for assignment.
- 2) Use the arrows next to **Men** to select the number of men to be assigned to the new division. (**Note:** You can change this figure rapidly by pressing and holding down the **right** mouse button.)
- 3) Optionally, you can choose a specific **army** and **corps** for the division using the arrows next to these statistics (remember that each army maintains its own set of corps numbers).
- 4) Use the arrows next to **Location** to select a city at which the division will be formed. This must be a city which you controlled at the start of the game and which you still control.
- 5) Press the **Build** button at the bottom of the recruitment panel to actually create the division.

You can repeat this process as many times as you like, until you run out of recruits to assign. (However, even if you run out of men for one division type, there may still be men available for the other two types.) When you are done, press the **Finished** button at the bottom of the screen to return to the **Recruitment** screen.



**NOTE:** New divisions appear on the campaign map as soon as they are created, but they do not have any movement points until your next turn.

## Training

New recruits usually start out "raw," with only enough training to place them in one of the three division types (infantry, cavalry or artillery) and no battlefield experience. This means that any divisions built with them will be of **Poor** quality (with one exception — see below). However, you can raise their quality rating by ordering recruits into additional training. To do so, simply select the **Training** option from the menu bar and set it to "high". The displayed number of available recruits will shrink, as some or all of the waiting troops will be put back into training.

It takes **three** months to complete the high-level training, at which point you will receive **average** quality troops. Therefore there will be a "dry" period of about three months when you first choose high-level training, during which few if any recruits will be available.

**NOTE:** Because of the established equestrian traditions of the South, Confederate cavalry automatically arrive rated at **good** quality. Training them will raise their rating to **very good**.

## Organization

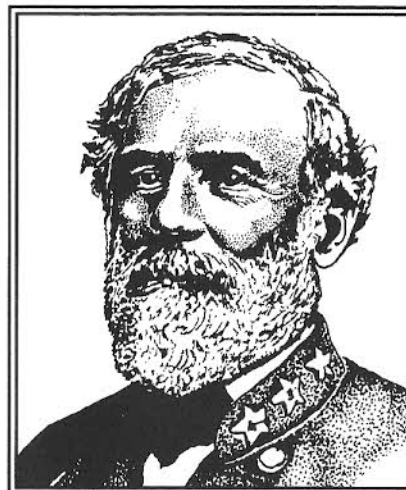
Selecting the **Organization** option from the menu bar accesses the Organization screen. Here, the names of all twenty of your armies are listed, as well as the names of their commanders. Divisions can be assigned into different armies through the **Build Divisions** commands (see above) and the **List Divisions** screen (see the **Organizing and Transferring Divisions** chapter).

To change the name of an army, click on the **left** side of its name. To change the name of an army's commander, click on the **right** side of the army's name.

## Exiting the Recruitment Screen

When you are done using the Recruitment screen, click on the **Give Orders** button at the bottom of the screen to return to the campaign level.

## SELECTING AND MOVING DIVISIONS



Your primary task on the campaign level is to move your divisions, ships and trains over the campaign map. This process is straightforward; first you **select** a unit, and then you select a location adjacent to it where it should **move**. (These commands are identical for both divisions and transports.)

### Selecting a Unit

To select a unit, simply point to it and press the **right** mouse button. The unit will then be **highlighted** on the map with a white outline, and its vital **statistics** will be listed on the Control Panel. This unit can then be moved using the instructions below.

**NOTE:** Make sure you use the right mouse button to select units; if you use the left one, you may end up moving the currently selected unit by mistake.

**Selecting "Stacked" Units** — Any number of units can be stacked onto one square of the campaign map; if the currently selected unit is stacked on top of other units, an "<S>" marker will appear in the top-right corner of the Control Panel.

You select other units in a stack by right-clicking repeatedly on it. Each time you click, the next unit in the "stack" will be selected.



**Using Next/Previous Unit** — The computer maintains a list of all of your units on the campaign map; as an option you can step through all of your units using the **Select Next/Previous Unit** (D) buttons on the Control Panel.

## Moving a Unit

Having selected a unit to move, all you need to do is click with the **left** mouse button on a square adjacent to its current location and the unit will move there — **if** it has the movement points (see below) to cross that terrain. You can repeat this process until the selected unit has run out of points.

Alternatively, if you want to move a unit across a longer distance quickly, you can left-click further away from the selected unit's current location. The unit will move as close to the selected location as it can, until it runs out of movement points or encounters the enemy. If the unit encounters the enemy, it will stop in an adjacent square so that you can attack them or **undo** the movement (see below).

**NOTE:** Use this command carefully, as the unit will not turn to avoid rough terrain on its own. You will have best results if you click in multiple locations to "guide" the unit around obstacles.

**Movement Costs** — Each unit gets a certain number to spend in one turn: infantry and artillery get **four** points per turn, ships and cavalry get **eight**, and trains get **twelve**. These points are spent when crossing various types of terrain, and can only be spent during the turn in which they are given (i.e. they cannot be saved for next turn).

Each type of terrain has its own cost in movement points, listed below:

Terrain Type	Divisions	Trains	Ships
Railroad	2	1	X
Sea	X	X	2
River	4	X	2
Land	2	X	X
City	2	2	2
Hills	4	X	X
Forest	4	X	X

Naturally, trains can only travel on railroad tracks; they cannot spend movement points on anything else. Likewise ships can only travel on rivers and seas. However, both trains and ships start out in city squares and can reenter them at will.

To help you decide where to move, click on the **Movement Points** (C) button at the top of the Control Panel or press the "P" key. Numbers will appear surrounding the currently selected unit, indicating the **cost** of moving into each of the eight possible directions. Impassable locations will be marked with an "X".

**Movement Hint** — Since all divisions in one square will fight a battle as one large force, you will tend to keep several divisions in the same square and move them into the same locations at the same time. To this end, you may want to use the **Men in Square** (E) button on the Control Panel (or the F6 key) to see the total size of this massed force.

## Undoing Moves

If you make a move by mistake, or make one that you want to change, you can **undo** the move by typing the "U" key on the keyboard. This takes back the last movement that you made on the campaign map.

## Transports (Trains and Ships)

Each side has access to trains and ships, which can be used to move troops more rapidly than they can on foot. Specifically:

- **Trains** can move across the railroad network covering most of the campaign map; however they can be blocked if a section of the railroad system is **destroyed** by a division, is held by an enemy unit, or is an enemy city.
- **Ships** have the advantage of crossing the ocean and avoiding all obstacles and land-going threats.

Trains and ships are moved using the same commands that you give to divisions. Each train or ship can carry **one** division at a time. You load and unload a division onto one of these transports by issuing **special orders**; see the following chapter for details.



To see which division (if any) a transport is carrying, select it and then access the **Division Detail** screen (see the **Viewing Statistics and History** chapter for details).

**Ships and Battles** — Your ships can fight with enemy ships in the water. See the chapter titled **Starting a Battle** for details.

## SPECIAL ORDERS

There are five special orders that can be given to your divisions during a turn; they allow you to use ships and trains for transporting individual divisions, to complete the strategic tasks of fortifying positions and destroying railroad tracks, and to extend the reach of your divisions by ordering forced marches.

All five of these orders (plus the neutral selection "None") are displayed in the **Special Orders** (I) box in the bottom third of the Control Panel. If an order is unavailable to the currently selected unit, it will be displayed in **gray** text instead of black.

To give a special order, **select** the appropriate division (see the previous chapter for details) and click on the **small box** next to the order of your choice. If the order is available to the selected division, and the unit has the movement points needed to complete the order, then it will be done.

A division **cannot move** while completing an order.

The five special orders, and their restrictions, are:

### Fortify

This order allows an infantry division to build **barricades** which will provide additional protection during a battle. These barricades will appear in any future battles involving that division, until it moves from its current location; then the barricades will disappear and are not available to future battles in that location.

**Restrictions:** This order can only be given to **infantry** divisions. This order will be completed at the start of the enemy's next turn. The selected unit must have **all** of its movement points to complete the order.

### Board Ship Board Train

If a division is on a square and an **unloaded** train or ship is also there, the appropriate one of these commands will allow a division to be carried by the transport. Select the appropriate order to **load**, and the division will be loaded onto the transport; it will lose the remainder of its movement points for the turn, and gain no more movement



points until it is unloaded. The loaded train or ship can then be moved in the player's **next** turn; note that you select the transport to move, not the division it carries.

When you want to **unload** your division, click again on the appropriate special order to deselect it; the division will be able to move on its own starting **next** turn.

**Restrictions:** Remember that these transports can only carry **one** division at a time.

### Destroy Railroad

This command allows you to block rail lines to both your trains and those of the enemy. To use this command, simply move a unit onto a section of track and give the order. An "X" will appear over the damaged section at the start of your **next** turn. Trains will not be able to travel on these damaged railroad sections.

Track sections remain damaged for **two** weeks, after which they are repaired.

**Restrictions:** This order can be given to any division type, as well as to ships that are located on the same square as **railroad bridges**. The selected unit must have **all** of its movement points to complete the order.

### Forced March

This command allows you to increase the speed of an infantry division by fifty percent, giving it **two** extra movement points. However, due to the strain of the fast marching you will lose **ten percent** of the men in the division.

**Restrictions:** This order can only be given to **infantry** divisions. The selected unit must have **all** of its movement points to complete the order (i.e. you can only order a piece into a forced march **before** it starts moving in a turn).

## ORGANIZING AND TRANSFERRING DIVISIONS

As the war rages, you may find that you have one large division that you would like to split into two independently moving units; or that you have two or more small divisions that you would like to combine into one larger, stronger one; or that you want to use the optional organizational commands to distinguish between different aspects of your plans. All of the commands for completing these tasks are detailed below.

To access any or all of these commands, you must first press the **List Divisions** (F) button near the top of the Control Panel; this accesses the **Division Detail** screen where all of the commands are located.

Located on the left side of the screen is a detailed report on the division that was last selected on the campaign screen. To **select other divisions**, click on the **Next** and **Previous** buttons at the bottom of the screen.

The tasks available to you here are:

**Splitting a Division** — If the selected Division is big (i.e. contains several thousands of men) three buttons will appear at the bottom of this screen: **50%**, **34%** and **25%**. You can press one of these buttons to **split** that percentage of the original division off into another, separate division. This allows you to spread your forces across a larger area, and therefore control more territory.

**Combining Divisions** — If a Division is too small, you can combine it with another division of the same type. To do this, you must first move the two divisions into the same map-square. Then, access this screen and select one of the two divisions; the **Transfer** button should appear at the bottom of the panel to indicate that a transfer is possible. Press this button, and then use the **Previous** and **Next** buttons to select the **target** division (the one to which you will transfer this division's men). Press the **Yes** button to complete the transfer, or press **Cancel** to cancel the transfer at any time.





When divisions of different levels of quality are combined, the quality rating for the **larger** division is the one that remains. Therefore, be careful when combining high-quality divisions with poorer ones, so that you do not lose their high ratings. The same rule applies when combining divisions with different weapon assignments; however this can only occur when you have the **Unit Supply** difficulty option turned on (see the **Difficulty Options** chapter for details).

**Changing Army Affiliation** — If you want to associate the selected division with another army, press the **Change Army** button located beside the Army Name in the report; then select a new army from the list that appears. Army affiliation is strictly optional, and has no effect on human-controlled armies (as you are in complete charge of all of them).

## VIEWING STATISTICS AND HISTORY

There are four ways that you can view statistics on your divisions: by looking on the **Control Panel**; by pressing the **Men in Square** button; by accessing the **Division Detail** screen; and by accessing the **Campaign Statistics** screen. Additionally, you can review the history of your war via the **Battle History** screen, and compare it to the **historical events** of the actual war. Each of these features is explained below:

**NOTE:** Definitions for the statistics mentioned below are located in the chapter titled **Unit Information**.

**Control Panel** — The Control Panel shows the following statistics for currently selected unit, listed from top to bottom:

<b>Unit Statistics (B)</b>	Unit Type “<S>” (if the unit is stacked with others) Terrain Under Unit Movement Points Remaining Quality (for divisions and ships only)
<b>Men in Division (E)</b>	Approximate number of men in the selected division ( <b>Note:</b> This is for divisions only.)
<b>Status Display (H)</b>	Current Status
<b>Special Orders (I)</b>	The current order is highlighted with a red circle.

**Men in Square** — If you have several divisions in one square at a time, you can find out their total strength (in numbers of men) by selecting one of them and pressing the **Men in Square / Division (E)** button on the Control Panel. (**Keyboard note:** You can also use the F6 key.)

**Detailed Division Information** — If you want to see a full list of your divisions, click on the **List Divisions** (F) button on the Control Panel. This accesses the **Division Detail** screen (as discussed in the previous chapter) which displays a complete report on the currently selected division, including:

- Division, Corps and Army
- Army Commander
- Division Type (or Transport Type)
- Number of Men (approximate, not applicable to transports)
- Quality (not applicable to trains)
- Weapons (not applicable to transports)
- Carrying (for transports carrying a division)
- Map Location
- Nearest City
- Current Orders
- Current Status

You can step through your divisions (as well as ships and trains) by clicking on the **Next** and **Previous** buttons at the bottom of the screen.

**Campaign Statistics** — If you want to see the total number of men active and lost for both sides of the war, you can do so by selecting the **Stats** option from the Menu bar. This displays the **Campaign Statistics** screen, which lists the number of men **active** in each division type, and the total number men **lost**, for you and the enemy.

## Viewing Enemy Divisions

When an enemy division appears on the campaign map, you cannot immediately determine its actual size. This means that small divisions can be used by your enemy to "bluff" you into devoting large forces to defend against them. Additionally, you can tell when divisions are "stacked" (by looking for the slim black shadow below and to the left of a unit), but you cannot tell how many divisions are in an enemy stack.

You can "scout" these units by sending a division to attack them. When the battle begins, you will receive the full number of active enemy troops; however, if **Fog of War** is turned on, you can only gain accurate counts of active troops by actually making all enemy troops visible to your pieces (see the **Micro Miniatures Battle Manual** for details).

## Battle History

You can access a scrollable list of the last 100 battles fought in your war by clicking on the **History** (G) button located next to the List Divisions button on the Control Panel. A button at the bottom of the screen toggles between displaying the **Victor** or **Losses** for each battle. The bottom of the screen also lists total cumulative losses for the war, and losses attributed to disease.

## Historical Events

From the **Recruitment Screen** you can toggle the display of **Historical Events** which recount the key happenings in the actual war. These events will be reported at the end of the weeks when the events occurred. This toggle command is located in the **Events** menu on this screen.

As an option, you can also run through **all** of the historical events, to receive a capsule summary of the entire war. To do so, select the **Run Events** option from the **Events** menu.



## AS TIME GOES BY

Many aspects of this game are keyed to the passage of time. These aspects are discussed in the sections that follow:

### Ending a Turn

When you have spent all of the movement points that you want to spend in a turn, and you have taken all of the strategic actions that you want to take in that turn, you end it by pressing the **End Turn** (L) button at the bottom of the Control Panel. This passes control to the enemy, who then gets to move his pieces and perform actions as you have.

When the next turn begins, all of your units (except those being carried by transports) will regain their maximum numbers of movement points. Also, sections of railroad track will be destroyed or repaired as is appropriate.

### At the End of Each Month

When each month ends, new recruits are made available to both sides. These recruits can be given assignments in the first week of next month. Remember that if your **training** level is set to high, then recruits will not be available until they have gone through an additional **three months** of training.

Additionally, new trains and ships can appear on the campaign map at the end of each month. The appearance of new transports is random, but the North (with its greater technological resources) has a higher chance of receiving them than the South. The maximum number of transports that each side can maintain and operate is listed below:

	Northern Maximum	Southern Maximum
<b>Trains</b>	17	11
<b>Ships</b>	37	11

Trains and ships are built (and therefore first appear) at the following locations, which have access to both water and the railroad:

<b>Northern Locations</b>	St. Louis or Boston
<b>Southern Locations</b>	Charleston or New Orleans

### At the End of Each Year

At the end of each **year**, the quality of all troops will rise to reflect their experience. Also, the weapon types and percentages for each division type will change to reflect the advance in technology; the Union has a technological "edge," so it will advance more than the Confederates and therefore be better armed as time goes on.

### Disease

As time passes, you will lose troops to disease and desertion; for game purposes these statistics have been combined in the generic statistic "Disease."

Because of the medical conditions of the time, disease is something over which you have little control. Troops are lost at the end of each **battle**, due the failure of your medics to save soldiers injured in the fighting. Additionally, a small random amount of men are stricken with disease and lost at the **end of each month**.

However, certain actions you take will increase your losses to disease. If you maintain divisions that do not have adequate **supply lines** (see **Difficulty Options** for details), they will suffer increasing losses. And whenever you order a **forced march**, some of the men in that division will be killed by the exertion.

### Ending the Game

The game ends when either the main **victory bar** has been pushed all the way to either end of the bar (see the Campaign Overview for details on what actions affect the victory bar), or when the middle of April, 1865 arrives. If you reach that time in 1865 with no clear winner a political compromise will be reached, and a technical victory will be granted to the side which moved the pointer on the victory bar the furthest.

When you complete the game, the victor will be declared. Additionally, you will receive your **campaign rating**, a **map** showing the final positions of all forces and the option to see the **battle history** one last time.

**Campaign Rating** — In addition to declaring a victor at the end of a game, the computer will rate your performance on a scale of 0 to 160. This rating is based on the position of the pointer on the Victory Bar at the end of the war, so it is more meaningful when the game is won by default (and the pointer is not completely shifted to one end of the bar or the other).

## STARTING A BATTLE



When you want to engage your enemy in battle, all you need to do is **move** one of your divisions into the same map-square with one of the enemy's divisions. This signals the computer that you want to **attack**. The computer will immediately display a query panel asking you to confirm the action. If you say yes, you are then given the opportunity to enter a **name** for the battle (the computer will default to the name of the city closest to the battlesite).

Naturally, you will want to attack with more than one division at a time; therefore when you attack an enemy, you will be given the option to allow each of your divisions located adjacent to the battlesite to **join the fight**. A query panel will appear for each appropriate division.

**NOTE:** This is why you will often want to move several divisions as a group; when you want to attack the enemy with all of them, you use one to start the attack and order the rest to join the fight.

The defending player will fight with **all** of his divisions that are located in the map-square you attacked. He **cannot** ask adjacent units to join the fight.

**Being Attacked** — The above rules work identically for your enemy. Therefore, it is best to keep all divisions of a defensive army in the same map-square at all times, since the defending side of a battle cannot call in divisions from map-squares adjacent to the battlesite.



**Ships and Battles** — Ships can battle each other in rivers and seas, giving both sides the option of blockading the other's attempts to transport troops by water. Ship battles are started just as land battles are, by **moving** a ship into the same map-square as an enemy ship. And as in a land battle, you can order ships in adjacent map-square to **join** the fight.

Ship battles are resolved in the following way: The **quality** ratings for all ships on each side are totaled, using the following measurements:

Quality Rating	Number Added to Total
Poor	1
Average	2
Good	3
Very Good	4
Elite	5

The chance of your side winning the battle (by **sinking the enemy's ships**) is equal to:

*your total quality ratings, divided by the sum of (your total quality + the enemy's total quality + 1)*

The chance of the enemy side **sinking your ships** is equal to:

*the enemy's total quality ratings, divided by the sum of (your total quality + the enemy's total quality + 1)*

Additionally, there is a slim chance of **all ships being sunk** in the battle, which is:

*one, divided by the sum of (your total quality + the enemy's total quality + 1)*

All ships on a side are sunk when it loses; any divisions carried by those ships are lost as well. When a side wins a battle, then the quality of all of the ships

on that side are increased by one (up to **elite**). Ship battles are hazardous, but ships that survive their first encounters will quickly become some of the best on the seas.

**Auto-Win** — Some extremely lopsided battles will be written off as "foregone conclusions." If the smaller side of the battle totals **less than 500 men**, and is outnumbered by a factor of more than **four-to-one**, then the larger side will automatically granted the victory.

**Autoplay** — Not all battles have to be fought using the Micro Miniatures system; the **Autoplay** option on the Micro Miniatures Control Panel allows you to quickly calculate the outcome of a battle so you can return to the campaign level. See the **Micro Miniatures Battle Manual** for details.

**Quickfight** — If you want to fight your battles using the Micro Miniatures system, but would rather not go through the process of setting up your troops, you can turn on the **Quickfight** Option from the menu bar. When this option is active and a battle begins, your troops will be arranged in formation and a short distance away from the enemy; they also will have orders to fire and engage **at will**. The battle will start in "**all**" control mode, so that one click of the mouse will move all of your troops towards the enemy.

See the **Micro Miniatures Battle Manual** for explanations of the features mentioned above.

**Movement Points** — After you have fought a battle, the movement points for all of the attacker's units are used up for that turn. The defender's units are free to move in the next turn.

## At the End of a Battle

The following rules apply to the end of a battle:

**Winning a Battle** — If you win a battle, all enemy units will retreat from the battlesite. If you were attacking, your leading division will occupy the battlesite. If you were defending the battlesite, you will remain in your location.





If you win a battle, and you suffer less than **half** of the level of casualties that you inflicted on the enemy, then there is a 1 in 3 chance that each of your divisions involved in the battle will increase one level in quality.

**Losing a Battle** — If you **lose** a battle, or order a **retreat**, you will fall back away from the battlesite. If you were attacking, you will retreat in the direction you came from; if you were defending, then you will retreat away from where your attacker approached.

**Retreat and Surrender** — When a division is forced to retreat, there is usually only one location on the campaign map where it can go. If the division was attacked, this location is directly away from where its attacker approached (i.e. if attacked from the northeast, a division must retreat to the southwest). If the division was the attacker, this location is the map-square from which it attacked.

If this location is **blocked**, then retreat is impossible. A division which is blocked in this way is forced to surrender to the enemy; when this happens the division and all of its men are eliminated from the game. The computer will tell you that the division has been **routed** when this occurs.

There is one exception to this rule: if the losing side in a battle has any other divisions adjacent to the battlesite, they can **rescue** the cornered forces and bring them to their map-square.

Players should consider the rules of surrender when attacking. Backing the enemy against a lake or the ocean is the simplest way of cutting off their escape route. Also, if you can move a division to block the site of a retreat, then you have the potential to eliminate an enemy force completely with one successful battle. (Since the "cut-off" division is adjacent to the battlesite, it will still be able to join the fight.) Fast-moving cavalry are best equipped for maneuvering behind the enemy.

**Disbanding** — If one division exits a battle with less than a particular number of men, then it will disband from low morale (a small division feels it cannot protect itself in the field). Therefore it is in your best interest to combine small divisions with other ones, so that they do not disband in a future battle.

The threshold for disbanding (number of men below which it will occur) is different for each type of division:

Division Type	Disbanding Threshold
Infantry	less than 250
Cavalry	less than 100
Artillery	less than 5



## GAME OPTIONS

The following game options are available from the **FILE Menu** on the **Menu Bar**.

<b>Save</b>	Saves the current game using the Directory Window (see below).
<b>Load</b>	Loads a previously saved game using the Directory Window (see below). Saved games may be in either campaign or battle mode.
<b>Restart Game</b>	Starts the game over.
<b>Exit to DOS</b>	Shuts down the program.

**Directory Window** — This window appears when you **save** or **load** files. Its features are:

<b>AutoSave</b>	See below.
<b>File Window</b>	Click on a file in this window to <b>select</b> it for loading or saving.
<b>Up/Down Arrows</b>	If there are more files than can be shown in the File Window, press these <b>arrow buttons</b> to view the rest.
<b>Filename</b>	Click here to edit the current selection for saving or loading.
<b>Save/Load</b>	Press this button to save or load the selected filename. You may be asked to confirm this action.
<b>Cancel</b>	Exit without saving or loading.

**AutoSave** — As a battle progresses, the game will be silently saved at regular intervals as AUTOSAVE.SAV. This can be switched off from the Directory Window by clicking on its **arrow** button.

## CONFIGURATION OPTIONS

The following configuration options are available from the **Options** menu on the **Menu Bar**:

<b>Map Scroll</b>	The speed at which the map will scroll; 10 is fastest.
<b>Game Speed</b>	The speed at which a battle progresses; 10 is fastest. On fast machines (particularly with local-bus graphics), lowering this speed will give you time to react to the enemy's actions. This applies only to Micro Miniatures battles.
<b>Display Detail</b>	Controls the level of detail shown for battlefield scenery. At Low level, game-time and scrolling are faster. This only applies to Micro Miniatures battles.
<b>Fog of War</b>	See the chapter titled <b>Difficulty Options</b> .
<b>Sound FX</b>	Toggles sound effects on and off.
<b>Tunes</b>	Toggles music on and off.
<b>Unit Supply</b>	See the chapter titled <b>Difficulty Options</b> .
<b>Quickfight</b>	Toggles the Quickfight option; see the chapter titled <b>Starting a Battle</b> .



## DIFFICULTY OPTIONS: FOG OF WAR AND UNIT SUPPLY

If you desire more strategic challenge from this game, then we suggest you try activating one or both of the two difficulty options: Fog of War and Unit Supply. These add further levels of realism and complexity to the game. Each option is described below:

### Fog of War

This game option adds the challenge of **visibility** to the game. When it is turned **On**, enemy units will not appear on the campaign map until they are within two squares of one of your units. You will therefore need to scout enemy territory for incoming troops; this is a job best done by small cavalry divisions.

This option also affects the Micro Miniatures level of the game; see the **Micro Miniatures Battle Manual** for details.

### Unit Supply

This game option adds the logistical challenge of maintaining **supply lines** for your large armies as they move deep into enemy territory. When it is activated, you will need to position small divisions throughout the map that will pass fresh men and supplies to further from your home soil. The rules of unit supply are detailed in the following paragraphs:

**Boundaries of Supply** — For supply purposes, the boundary between the North and South lies just south of **Charleston**. All Confederate divisions located north of this line, and all Union divisions located south of it, are affected by the supply rules.

**Foraging** — Supply rules only apply to large forces in small locations. If you have divisions beyond the supply boundary, but the number of men in that division is less than 15,000, then those men can forage and maintain supplies for themselves. If you have multiple divisions in the same square, then their total number of men must be less than 15,000.

Divisions that are larger than or equal to 15,000, or multiple divisions in the same square that total 15,000 or greater men, require supply lines to survive without impairment.

**How Supply Lines are Formed** — A supply line is formed by arranging several of your units in a path running **vertically** or **diagonally** through enemy territory. A unit is considered "linked" into a supply line when it is within **three squares** of a friendly transport or division; and all of the units must connect to form a path that starts within three squares of the **supply boundary**. This forms a valid supply line that feeds and equips everyone along it.

**NOTE:** In order for the supply line to work, each link in the line must move **deeper** into enemy territory; units located on the same row of the campaign map are **not** considered linked. This forces you to build practical supply lines that extend your reach towards the enemy.

**Supply Starvation** — At the end of each week in which a division is without supplies, its **starvation factor** will increase. A certain percentage of the men in that division will **die** from starvation, based on this factor. Therefore, the longer a division remains without supplies, the faster its soldiers will die.

As soon as supplies are restored to a division, its starvation factor will reset to zero and the losses will stop.

**Winter Penalties** — The loss of men due to starvation is **doubled** in winter (from December to March).

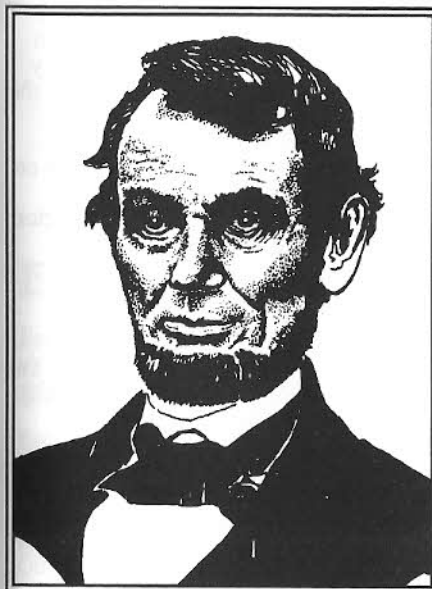
**Other Effects** — When a division is starving, the following effects are present as well:

- The division cannot get replenishment of troops from the option on the **Recruitment** screen.



- The division will not get better weapons at the end of the year, and will not have another chance to be upgraded until the next end-of-year comes along.
- If the **Poor Supply** display option is turned on, the campaign map will indicate units in supply trouble with a white "X."
- The message "Supply Shortage" will appear on the List Divisions screen as part of the unit's Status.

# TIPS FOR CAMPAIGN SUCCESS



Here are some pointers for mastering the campaign level of this game. They are divided into four categories: The South, the North, General Hints and Enemy Personalities.

## Overall Strategy — The South

The South are out-numbered and out-resourced. The longer the War continues, the greater the numerical and technological supremacy of the North will become. The South's best hope is to achieve spectacular early battle victories and conquest of Federal Cities, thus forcing a quick end to the War. To this end Washington is a prime target for "acquisition."

If this strategy fails, the South must fight a defensive campaign, repulsing Union advances wherever and whenever they occur. A good way of reducing the number of intrusions is to send raiding parties deep into the North, so that they must devote much of their efforts on defending their own cities. This will force them to spread their troops over a larger area than they would like; this then gives the smaller army the chance of massing a reasonably sized force to invade the North, or to concentrate their forces at a key point.



### Overall Strategy — The North

Time is on the North's side — the longer the War continues, the greater the advantage in men and equipment they will have. But The North cannot of course just sit back, which leads to a major problem and an area for the South to exploit: as the North marches deeper and deeper into hostile territory their (optional) supply lines will grow, and the protection they need will grow with them. Defending these and dealing with the occasional Southern raiding party at the same time will mean the North may have the men, but will they be in the right place at the right time?

When advancing into the South, do not advance on too many fronts. Decide on an objective, say dividing the Confederacy in two by taking control of the Mississippi, and stick to it. Once that's achieved, move on. Ensure Washington does not fall, while taking key Confederate cities such as Richmond.

### General Hints

- **Plan ahead:** decide on what units should be used for offense and what for defense. Study the enemy's moves closely; watch for large forces building in a single area (i.e. building for a large push). Look for weaknesses: unguarded cities, or weak armies in an area where you are strong. If you notice that the opposition is pursuing a particular strategy, say concentrating on attacking eastern cities, use this to your advantage; prepare a trap where you surround his expected forces, so that his forces will be unable to retreat and thus be forced to surrender.
- Don't be afraid to use **retreat** to lure unsuspecting and/or overconfident attackers into a trap.
- **Mix up your Army sizes:** Have large powerful forces which you place in battle for the major campaigns. Also use smaller Divisions to act as scouts, raid deep in enemy territory and act as decoys.
- **Good Transportation is vital:** Trains and ships can really make your Army mobile, enabling a smaller number of Divisions to protect a larger area and allowing quick replenishment of men to the front line. To this end, ensure that railroad tracks are protected (or attacked, depending on your strategy).

- When possible, **train your men.** It's always worth getting the best possible recruits.
- **Artillery divisions should be kept with Infantry Divisions**, as they are easy prey if intercepted when alone.
- **Cavalry**, with their movement advantage, **should be used for occasional raids.** The South, with their automatically-skilled horsemen, should try and recreate the success of Jeb Stuart's Cavalry.
- **Make use of the terrain, in particular rivers:** If you know you are going to have to fight at a numerical disadvantage, use natural hazards such as rivers as defense positions. Do not get boxed in where the sea blocks your only means of escape (in case of retreat). Cavalry lose their speed advantage when fighting in forests or mountainous areas, so use this to help your cause.

### Enemy Intelligence

Each division that is controlled by the computer is assigned its own "aggressiveness" rating when it is first created; this factor will affect how often it will attack your territory and forces.

Each enemy division is assigned to one of three **theaters** of the war: the West, the Central region and the East. Enemy divisions will stay mostly in their own theater, but may sometimes stray into a bordering theater.

A division's **aggressiveness** rating determines how it will be assigned. Offensive divisions will invade your territory and attack your units; while Defensive divisions will watch their territory and push back enemy invasions.

Over time, you may learn to detect a pattern to your enemy's movements; this pattern is based on the aggressiveness ratings of the divisions in each area. This allows you to alter your strategy in key areas, either by reinforcing "aggressive" areas, or by ignoring or invading "timid" areas.

Aggressiveness ratings are set differently in each game, so that you will have to adapt a new strategy each time you play. Therefore, the game will continue to be a challenge even after you have beaten it.





## APPENDIX: MUSIC SOURCES

The music in this game is all traditional, coming from a variety of sources in the Civil War. These sources are described below:

**Battle Hymn of the Republic** — This song has had a variety of lyrics added to it, resulting in several names including "John Brown's Body" and "Marching Song of the First Arkansas Regiment" (which was a African-American Regiment).

**Roll, Alabama, Roll** — This was written in honor of the Confederate gunboat Alabama, which was built in England and sunk by the U.S. off the coast of France.

**The Fall of Charleston** — This music was based on "Whack Row De Dow," and was written in 1865.

**Goober Peas** — The title comes from another name for peanuts. These were a common food eaten by Confederate soldiers, especially towards the end of the War when rations could often be scarce. The song first appeared in print after the end of the war in 1866, with the music being attributed to a "P.Nutt!"